

Gary A. Dacus

FLAGS OF EUROPE

Two quizzes for identifying flags (ages 8 and up)

Diskette: 40K (APX-20149)

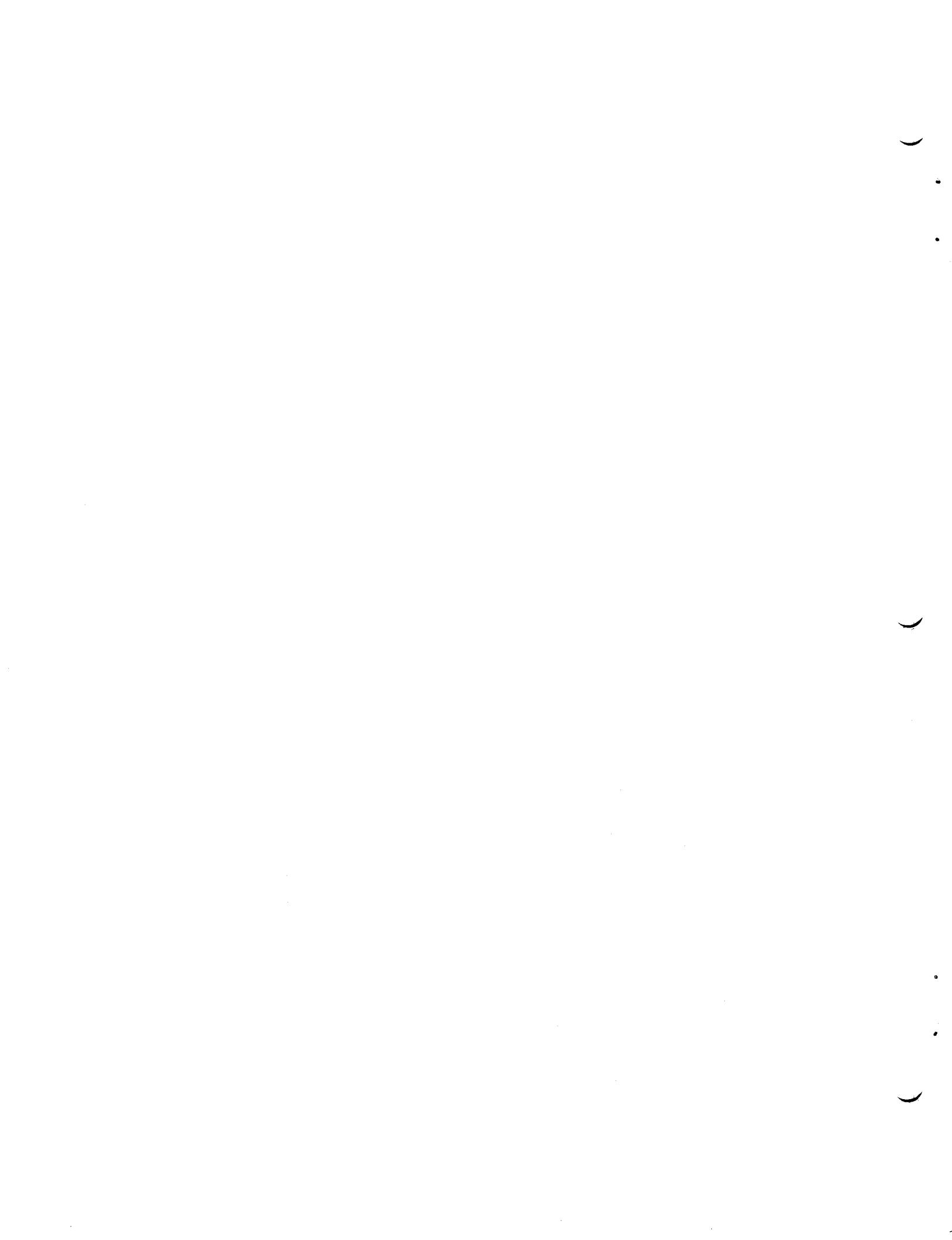
User-Written Software for ATARI Home Computers

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by

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INTRODUCTION

OVERVIEW

FLAGS OF EUROPE is a colorful program that can help youngsters and adults alike quickly become experts at recognizing European flags. Users can select from two kinds of quizzes for identifying each illustrated flag. Novices can start out with the multiple choice quizzes. As they become more proficient, they can go on to the fill-in-the-blank quizzes. In both kinds of quizzes, FLAGS OF EUROPE divides the number of questions into two separate program parts. The program helps out with clues in response to incorrect answers and then waits for another guess. Correct answers are rewarded with a few bars of the country's national anthem or of one of its native songs. FLAGS OF EUROPE remains a challenge after repeated use since the order in which the flags display varies from one session to the next, as does the selection of responses in the multiple choice quizzes. Teachers may use FLAGS OF EUROPE to teach the correct spelling of countries and their capitals as well as to identify the flags.

REQUIRED ACCESSORIES

**40K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive**

OPTIONAL ACCESSORIES

One ATARI Joystick Controller

CONTACTING THE AUTHOR

**Users wishing to contact the author about FLAGS OF EUROPE
may write to him at:**

**19900 S.W. 92 Ave.
Miami, FL, 33157**

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

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ATARI 850™ Interface Module

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GETTING STARTED

LOADING FLAGS OF EUROPE INTO COMPUTER MEMORY

1. If you plan to use a Joystick Controller, plug it into the first controller jack of your computer console.
2. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.
3. Have your computer turned OFF.
4. Turn on your disk drive.
5. When the BUSY light goes out, open the disk drive door and insert the FLAGS OF EUROPE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
6. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

The first display screen contains the title and copyright notice:

FLAGS OF EUROPE
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ANY PART OF THE CONTENTS WITHOUT
WRITTEN PERMISSION IS PROHIBITED

After a brief period, the selection screen appears with a question mark at the lower left of the screen. Enter the letter "A" to play a multiple choice game or the letter "B" to play a fill-in-the-blanks game. Press the RETURN key after the letter entry.

If you choose "A", the following prompt displays:

KEYBOARD OR JOYSTICKS?

Type "K" or "J" and press the RETURN key.

PLAYING FLAGS OF EUROPE

MULTIPLE CHOICE GAME

Once the game starts, a country's flag appears on the screen. Several countries' names display below the picture. If you're using the keyboard, type the capital letter of the correct answer and press the RETURN key. If you're using the joystick, move it up, down, to the left, or to the right to make your choice. A different background color displays behind the letter you choose. When you've decided, press the red button. If you're right, a portion of the country's national anthem or a native song plays. If your answer is incorrect, the program gives you a hint by displaying the country's capital. Then you have another chance. After your second guess, the program displays the correct answer and moves to the next flag.

FILL-IN-THE-BLANKS GAME

You can play this game with the keyboard only. Once the game starts, a country's flag appears on the screen. Below the picture you see the following prompt

FLAGS OF EUROPE
PLEASE TYPE COUNTRY NAME
?

Select an answer by typing the name of the country in capital letters, using correct spelling and spacing. Press the RETURN key after completing your entry.

Note: If you accidentally press the CAPS/LWR key, and type in an answer using upper and lower case letters, the program interprets your answer as wrong. For example, if ALBANIA is the correct answer, the program won't accept Albania or albania.

If you're right, a portion of the country's national anthem or a native song plays. If your answer is incorrect, you have a second chance after the program displays the country's capital. After your second guess, the program displays the correct answer and moves to the next flag.

ENDING THE GAME and KEEPING SCORE

Your total number of correct answers always appears in the lower left corner of the screen. Part I of both the multiple choice and fill-in-the-blanks versions of FLAGS OF

EUROPE ends after you identify the flags for twelve countries. Your score displays in the following form

THANK YOU FOR PLAYING FLAGS OF EUROPE
YOU HAVE ___ CORRECT ANSWERS
(12 possible)
Press RETURN to continue

Press the RETURN key to go on to part 2 of FLAGS OF EUROPE.
Type "Y" and press the RETURN key in response to the prompt

Do you wish to play part 2? Y or N

The second part contains fourteen selections to which you respond in the same format as part I.

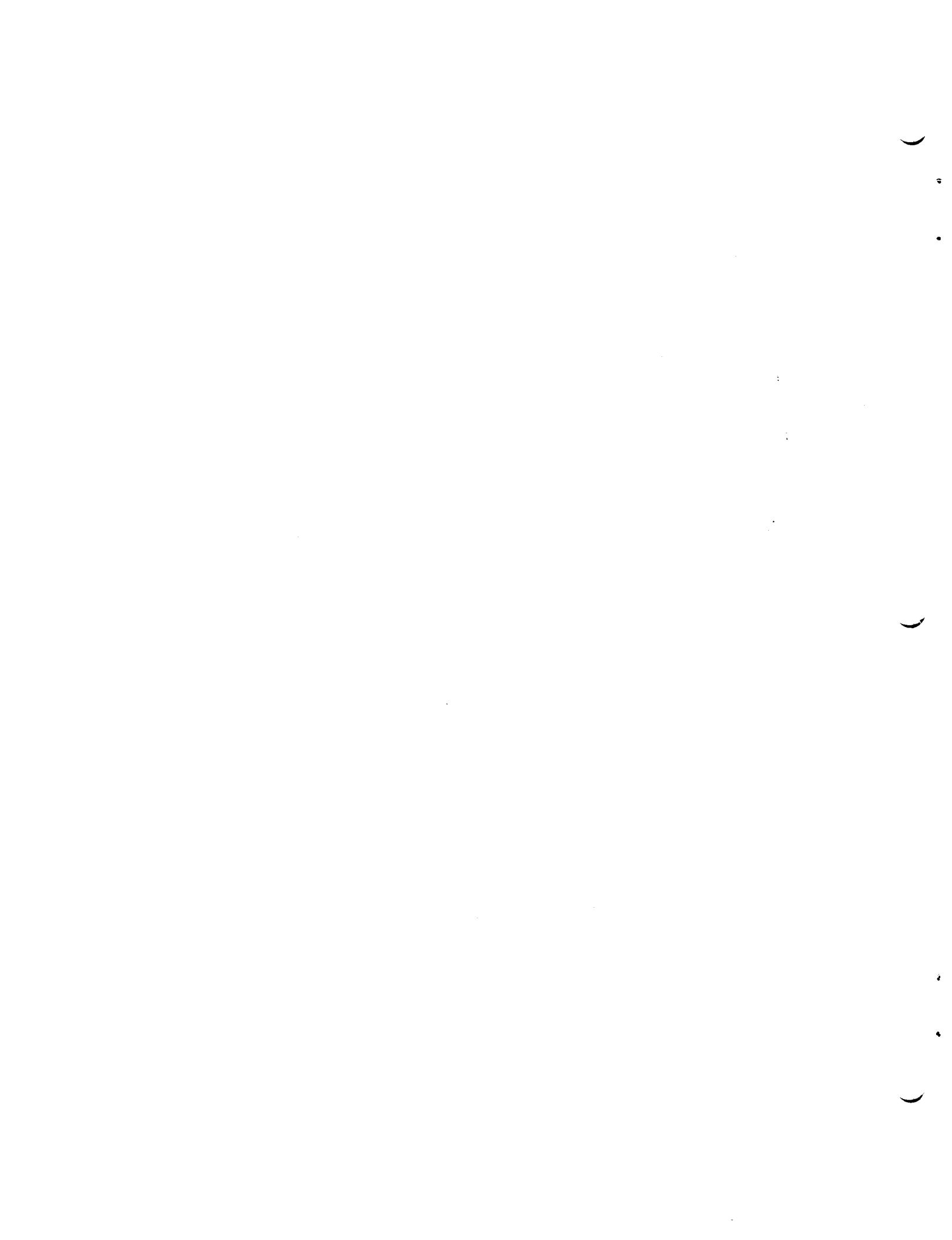
You can interrupt FLAGS OF EUROPE at any time by pressing the SYSTEM RESET key. To restart the game, refer to the loading instructions in the GETTING STARTED section.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- Easy to use
- User-oriented (e.g., menus, prompts, clear language)
- Enjoyable
- Self-instructive
- Useful (non-game programs)
- Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From _____



STAMP

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{seal here}